

WHAT IS CLAIMED IS:

1 1. A method for playing a streamed content object using hypertext
2 transport protocol (HTTP) transport, the method comprising steps of:

3 receiving a first portion of the streamed content object from a packet
4 switched network using HTTP;

5 playing the first portion at least partially coincident in time with the first
6 listed receiving step; and

7 receiving a second portion of the streamed content object, wherein the
8 second portion is not contiguous in the streamed content object to the first portion.

1 2. The method for playing the streamed content object using HTTP
2 transport as recited in claim 1, further comprising a step of playing the second portion at
3 least partially coincident with the second listed receiving step.

1 3. The method for playing the streamed content object using HTTP
2 transport as recited in claim 1, further comprising a step of waiting for a key frame in the
3 second portion before playing the second portion.

1 4. The method for playing the streamed content object using HTTP
2 transport as recited in claim 1, wherein the first portion is played adjacent in time to the
3 second portion without any playback in-between.

1 5. The method for playing the streamed content object using HTTP
2 transport as recited in claim 1, further comprising a step of detecting user input related to
3 playback control, wherein the second listed receiving step is at least partially responsive
4 to the detecting step.

1 6. The method for playing the streamed content object using HTTP
2 transport as recited in claim 1, further comprising a step of determining a byte range for
3 the second portion.

1 7. The method for playing the streamed content object using HTTP
2 transport as recited in claim 1, further comprising a step of determining a location of the
3 second portion in the streamed content object.

